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5   **Abstract**

Method for Exchange of Data and User Interface Components

10   1.   A method for exchange of data and user interface components over a network, the
               method including the steps of :

      (a)   enabling a first user to logon to a server;

      (b)   enabling the first user to create a message containing a data object;

      (c)   receiving from the first user the message together with an identity of at least one
15   second user to whom the message is to be sent;

      (d)   sending the message to the second user upon the second user logging on to the
               server; and

      (e)   enabling both the first user and the second user to substantially simultaneously
               open and view the message including the data object.

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